# Creating a Buzz!

10 Ideas to Enhance Interaction and Student Engagement in your Teaching

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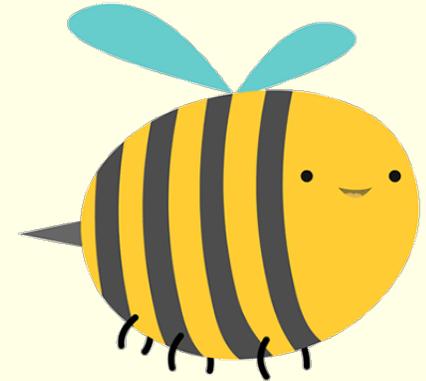
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Initial Task!

Before the introduction, there is a quick task!

Please post on the chat:

1. The location you are joining us from, with one fact about it (if you're comfortable doing so)

Song: Stevie Wonder – Superstition
(Consider what your welcome song would be?)
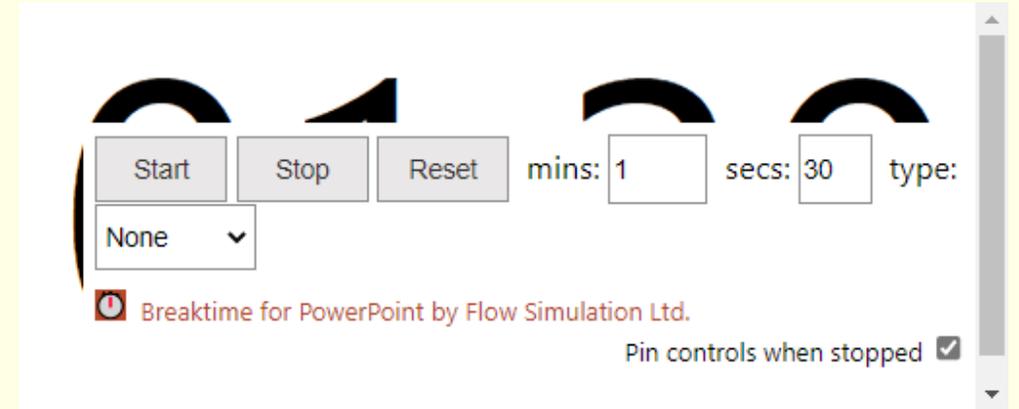
The Bedfordshire Clanger

Start Stop Reset mins: 1 secs: 30 type:

None

Breaktime for PowerPoint by Flow Simulation Ltd.

Pin controls when stopped ☑

Introduction (1)

About Me and ARU

- Welcome! My name is Jamie Heywood. It's great to have you join this seminar today.
- I'm an Academic Developer at Anglia Ruskin University.
- ARU is a UK university, with campuses in Cambridge, Chelmsford, London and, more recently, Peterborough.
- I am a teacher at heart and have spent the last 8 years, teaching and course managing in HE & FE (Teacher Ed & Psychology) before moving to educational development.

Thank You

- To: MTU (Thomas, Eileen, Jim, Tom, Linda and everyone within TLU), and the 'Be ACTIVE' Framework
- To: The Active Learning Network
- To: The National Forum for the Enhancement of Teaching and Learning in Higher Education
- To: You! It's wonderful we're able to open this to the wider academic community, and so many of you can join us today.

Outline of Today

- **First part:** sharing, discussing and trying out 10 active learning ideas, before a Think-Pair-Share activity around active learning.
- **Second part**: Introducing the "Be ACTIVE" Framework.
- All ideas in part 1 have been tried and tested with HE students (but they may not work with yours – not necessarily 'best practice'!)
- We will try ideas together, reflect on our own teaching, be inspired by our colleagues, and hopefully be able to take away some ideas for our own practice.

Introduction (2)

What You'll Need!

- Paper/Pen
- Two Objects (One Light, One Dark) – can be anything – from a mobile phone, to a wrapper, anything near you!

Resources

- Slides available after the seminar.
- Seminar is also being recorded.
- Contact information on final slide.
- Active Learning links/references/resources are available at the end, alongside information for getting involved with the Active Learning Network.

Accessibility

- There may be some external elements – if technology doesn't work, feel free to contribute using the chat.
- You may have noticed this is an Accessible PowerPoint template.
- Accessibility and Inclusion are at the heart of active learning. Examples include ensuring digital resources provide alt-text, suitable colour contrast, are screen reader compatible.
- Gold Standard: Making everything accessible from the beginning rather than reacting (accessibility checker).

What is Active Learning?

- Active Learning is where students are actively engaged and involved with their learning. The move from presenting/transmitting information to engaging learning.

- Research shows that active learning can help students achieve a far deeper understanding of a topic than compared to solely listening to lectures or reading textbooks.

- Some of these you will have used before but hopefully this workshop may give you different ideas and methods that you can take away for your own practice.

- These are mainly aimed at synchronous ('live') sessions, in both online and face to face contexts (and hybrid), but some ideas can be also be applied to asynchronous learning.

- Ideas can be contextualised to different subject areas.

- **Challenges & Barriers**: Technology, Time, Social Distancing, Effort/Risk!

- These ideas have been from my own teaching experience, observing others, internal/external events and of course, the wonderful Active Learning Network!

Our 10 Ideas

1. Pre-Session Set-Up
2. Starter Activities
3. Group-Work and Breakout Rooms
4. Online Platform Features
5. Choosing Groups/Students
6. Games (Shorter)
7. Games (Longer)
8. Collaborative Platforms
9. Third-Party Tools
10. Plenaries
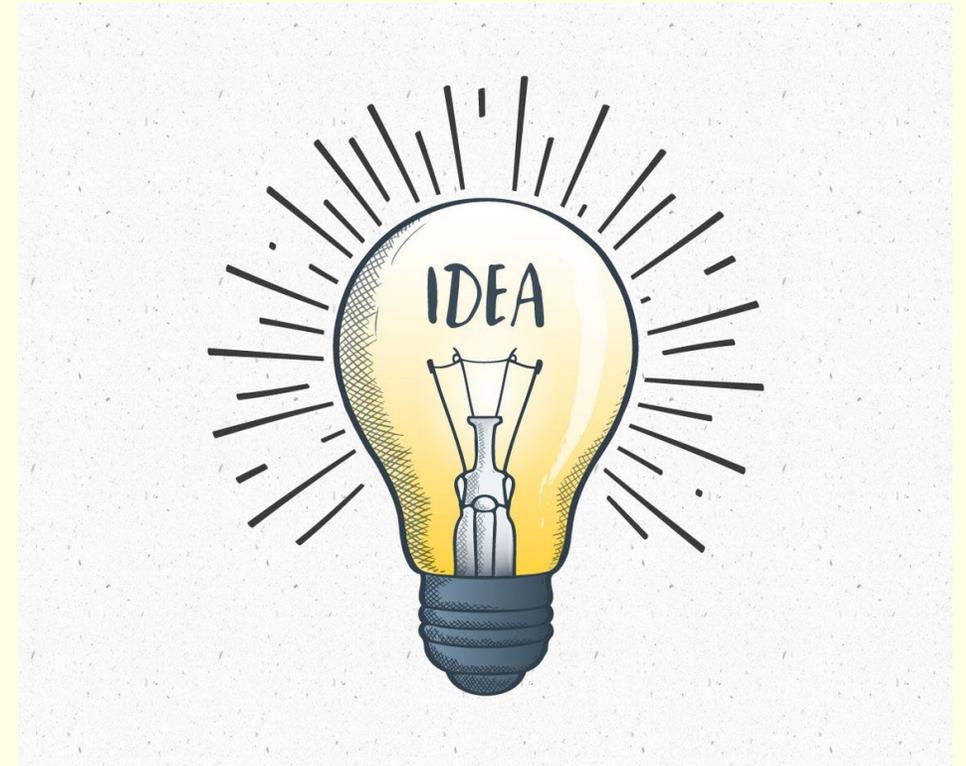
1. Pre-Session Set-Up

- When students arrive – countdown clock (e.g. Breaktime Add-On) and music to set the scene.
- Questions (e.g. What was one thing that made you smile in the last week?, What was one thing you remember from last weeks session?).
- Online Alternative: Posting an Emoji/GIF/Meme (e.g. how was your week/how are you feeling today?)
- Poll (E.g. Myth/Fact, Opinion)
- Enables learning to start/discussion to take place, and for students to see other students engaging, including online. Sets tone for the session. Engaging from the start!

Coffee break…

10:00

Start Stop Reset mins: 10 secs: 0 type: Coffee

Breaktime for PowerPoint by Flow Simulation Ltd.
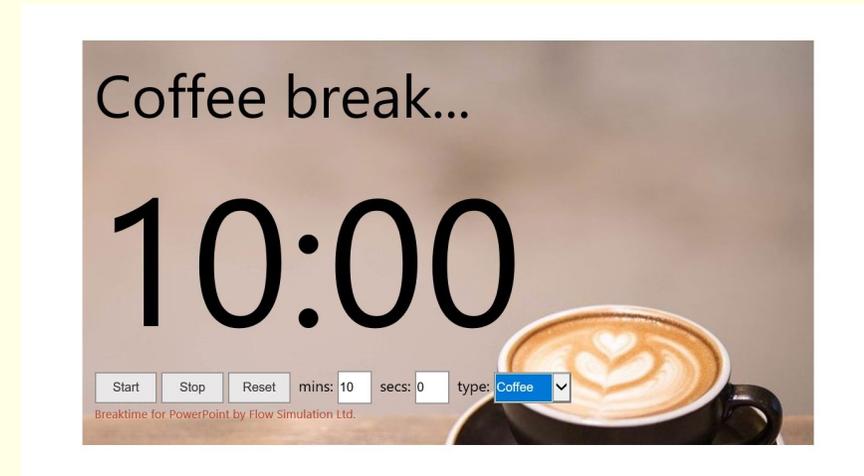
Starter

Identify the 10 answers below. Please don't add them to the chat!
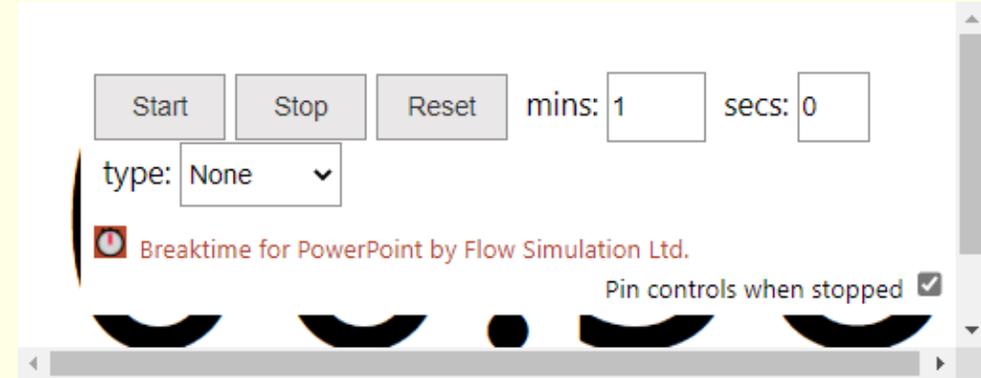
| Two Riddles	Two Films	Two Foods/Recipes	Two Flags	Two 2022 News Events
What goes around the world but stays in a corner? Clara was born on December 27th, yet her birthday is always in the summer. How is this possible?				
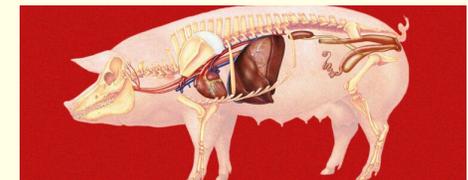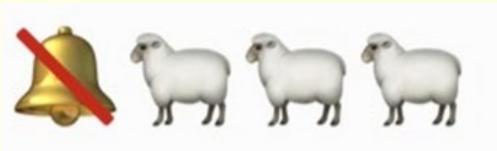
2. Starter Activities

- Quick activities when session begins
- Learning-related e.g. short discussions, quiz, article reading
- Non-session related (warm-ups) e.g. Logo Quiz, Emoji Quiz, Riddles
- Can be as simple as groups discussing 3 things they took away from the previous session and 1 thing they would like to find out more about.
- Builds social interaction, engagement, critical thinking, team-work.

3. Group-Work and Breakout Rooms

- Provides a space for meaningful, interactive discussion and interaction
- Reflections
- Peer Feedback/Crits
- Problem-Solving
- Presenting/Practicing
- Activities
- Carousel Method/Four Corners: 120 seconds each group x 3 rotations
- The Silent Debate
- With online breakout rooms, on certain platforms, announcements can be made and timer set.
- **How to make them work**: 1. clear instructions, 2. expected outcomes, 3. reinforcement of task.
- **There will be an opportunity to engage in group-work during the Think-Pair-Share exercise later on.**

Silent Debate

Each person writes their ideas on the paper.

Link ideas using ——

Question ideas or ask for more information using **?**

Agree with ideas using ✓ or disagree using ✗ but remember to *explain* why!

4. Online Platform Features

- Using the Chat: Use of Emoji/GIF/Image/Photo/Comments ('Active Responding')

- Reactions

- Hands Up.

- Add-Ins e.g. MS Forms, Mentimeter.

- **Let's Try!:** Post an emoji which represents your 2022 so far.

- **Use of Physical Environment**: helps build community and social connection.

- **Let's Try!** Using your props, hold up your light object to vote True, and your dark object to vote False.

You prefer Tea over Coffee

You've worked in your current role for longer than 3 years

You love Active Learning!

5. Choosing Groups/Students

- Use the wheel to allocate groups or to select students e.g. for a question. Other group randomisers are available.
- Wheel of Fortune (*www.classtools.net*)
- **Other Technique**: Pose – Pause – Pounce - Bounce

Random Name Picker!
Edit/Save | New | Share/Embed | Fullscreen

6. Games (Shorter)

1. **Scattergories**
2. **A-Z**
3. **Quizbusters**
4. **Caption This** (display an image, students come up with a caption)
5. **Think-Pair-Share** - Think (Individual) - 2 mins, Discuss (Pair/Small Group) - 2 mins, Share (with wider group) – 2 mins

Scattergories

- Randomise a letter and for each category, think of an answer which begins with the allocated letter!
- Post your answers AFTER the time is up (a 'chat waterfall').
- Try and think of unique answers!

Categories

- A subject that is taught in Higher Education
- A teaching method
- A job title in education

Example using C

- Computing
- Collaborative Learning
- Course Leader
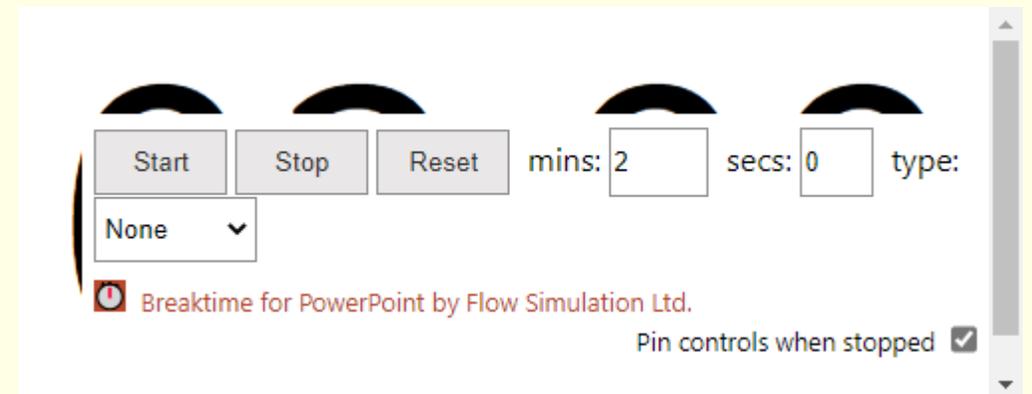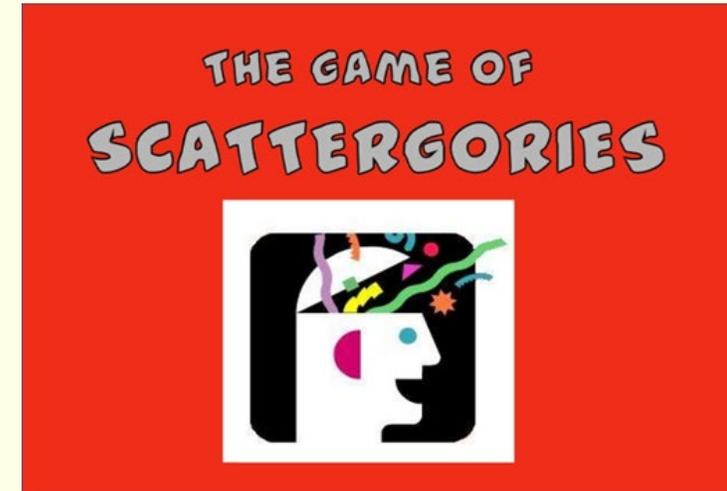
A-Z Template

Instructions: Choose a category, students work in pairs/teams to get an answer for each letter of the alphabet) e.g. assessment methods.

A		N	
B		O	
C		P	
D		Q	
E		R	
F		S	
G		T	
H		U	
I		V	
J		W	
K		X	
L		Y	
M		Z	

Quizbusters

Instructions: Two teams, aim to get to the other side. Each letter is a question, with the answer beginning with that letter.

Red Team

Blue Team

Blue Team

Red Team

P V B
C D
D E S
I R
K T I
S I
C F E
P S
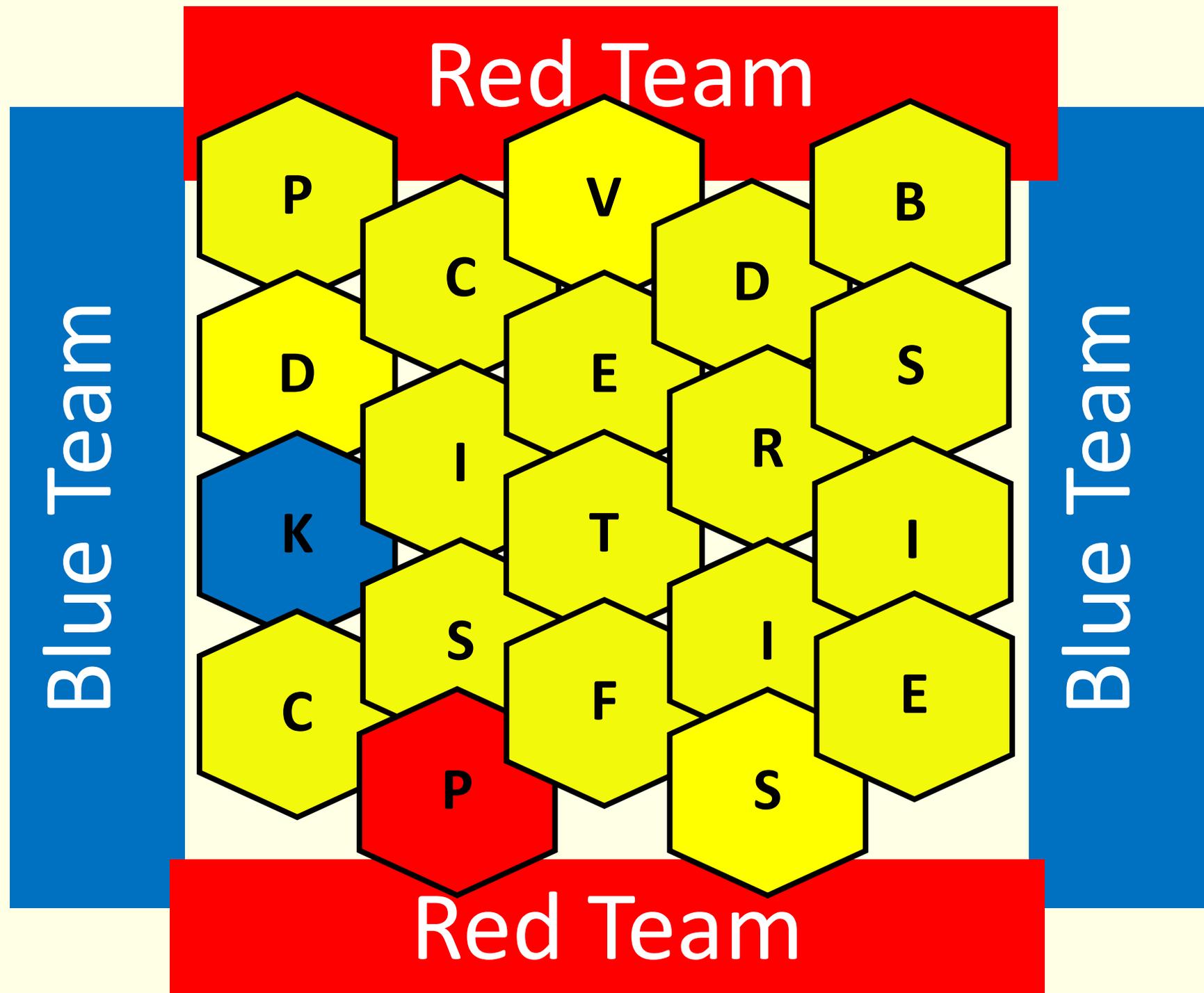
7. Games (Longer)

1. **Escape Rooms or Scavenger Hunts (Virtual Version on OneNote)** e.g. Finding Items and completing tasks

2. **'Pub Quiz'** (Set Teams, Have Rounds)

3. **Dragon's Den/Town Hall** (Groups, pitch an idea to the rest of the group, the group as investors and give peer feedback. Can assign roles.)
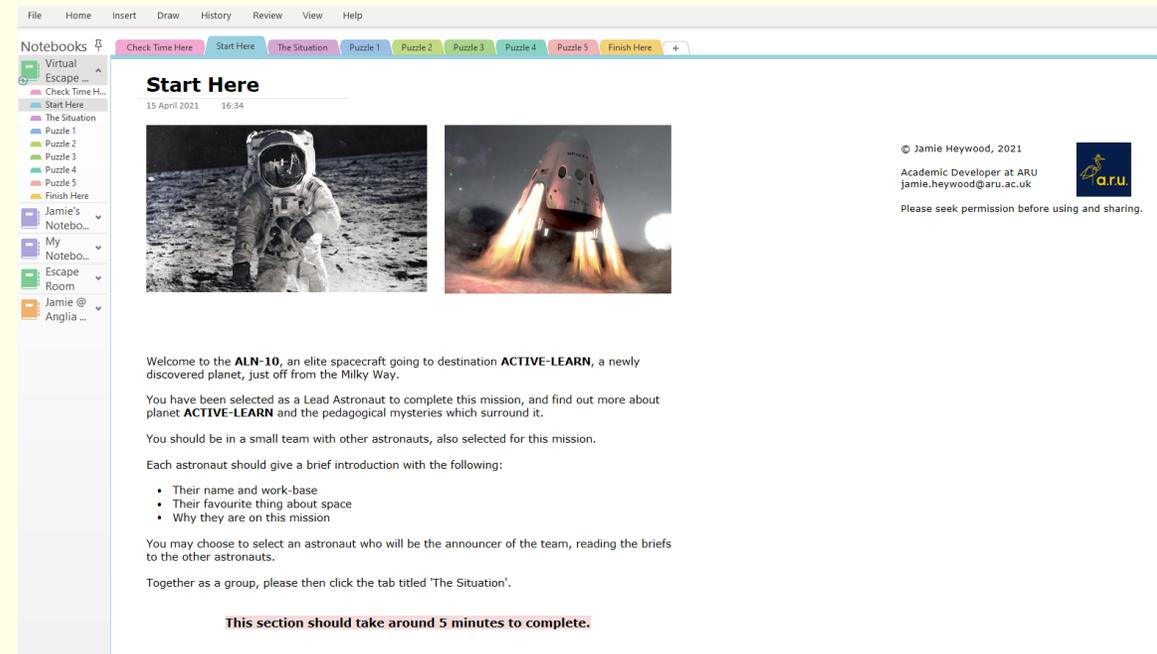
8. Collaborative Platforms

- Collaborative Platforms – students can edit, collaborate and co-create in real-time on a live document. MS Office/Google, central spaces (e.g. Padlet/Miro), My Maps – adding notes to areas, making comparisons and Social Media e.g. Twitter.

- Can be in silence then open for discussion

- Great for focus and sharing ideas

- **My Maps Demo** (Google) for comparisons and adding notes - https://www.google.co.uk/maps/about/mymaps/

- **There will be an opportunity to try this in the next part.**

9. Third Party Tools

- Supported tools at your institution are recommended in first instance however third-party tools can have various pedagogical benefits including enhanced engagement, creativity and collaboration.
- Important to check accessibility and GDPR, as well as promote safe usage.

ARU's Recommended Third-Party Tools

1. Padlet – Moodboards, Portfolios, Sharing Ideas/Output
2. Mentimeter – Multiple-Choice, Word Cloud, Open-Ended, Scales, Ranking, Q&A, Quiz Competitions, Audience-Paced
3. Flipgrid - Video sharing platform – post video responses and share content (good alternative to a written discussion board)

Side Note: Use AI to give instructions too! Synthesia – type in text to create engaging videos e.g. instructions for tasks, reminders, etc.

10. Plenaries

- Review aims and check learning

- Short quiz or game

- Create something (e.g. a rap/poem/haiku)

- Reflection

- Check Out – What I know, What I Wonder, What I Learned (metacognition)

- Check Out – Aim for the next week, something you are looking forward to

Our Check Out! Post on the Chat

1. One thing you'll take away from the workshop

2. Your 2022 Teaching Resolution

![a.r.u. logo]

Our 10 Ideas Recap

1. Pre-Session Set-Up

2. Starter Activities

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5. Choosing Groups/Students

6. Games (Shorter)

7. Games (Longer)

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10. Plenaries

3 Minute Comfort Break

Start   Stop   Reset   mins: 3   secs: 0   type:

None ▾

Breaktime for PowerPoint by Flow Simulation Ltd.

Pin controls when stopped ☑

CHAIR RAISED HAND POSE

MOST EFFECTIVE YOGA POSES that You Can Do at your DESK OR OFFICE

CHAIR PIGEON POSE

SEATED TWIST

SIT AND STAND CHAIR POSE

SEATED CRESCENT MOON POSE

WRIST AND FINGER STRETCH

COW FACE ARMS

GENHEALTHTIPS
Health is a Human Right

www.genhealthtips.com

Think-Pair-Share

We want to invite you to share your best ideas!

- **Stage 1 (10 minutes)**: Think about your best Active Learning ideas – ones from your practice or ones from colleagues or your institution. Add them to the Padlet – if you don't mind, please include your name. Include images (with alt-text)/links/videos too!
- **Stage 2 (10 minutes)**: In small groups, work together to discuss your contributions, and rate your top one from each category by giving it 5 stars.
- **Stage 3 (10 minutes)**: We will review the top-rated responses, and hopefully be able to hear more about these!
- **Stage 4 (After the workshop!):** Bookmark this Padlet for lots of ideas!

https://padlet.com/jheywood/activelearning

Ten Top Reading and Resources

1. Active Learning Network

2. Active Learning Strategies for Higher Education: the Practical Handbook - Technological University Dublin

3. Active Learning – University of Leicester

4. Active Learning - Vanderbilt University

5. ARU Active Collaborative Learning

6. The Be ACTIVE Framework

7. Embedding Active Learning into your Teaching Practice – Heriot Watt University

8. #LTHEChat

9. UCL Active Learning

10. **New Collaborative Book: 100+ Ideas for Active Learning by the Active Learning Network (Coming Soon!)**

Thank You!

Final Top Tips, linked to the Be ACTIVE Framework (this will be explored further in the next part!).

1. It's OK to try and 'fail'! Reflect, gain feedback and go again. Reflect on current practice (**B** - **B**egin).

2. See what works for you, and your students (**A** - **A**nalyse & **A**ssess).

3. Scaffold and Build Trust (consider one thing at a time!) (**T** – Build **T**rust & **T**est).

A huge thank you for joining, it has been great to have you here!

Please do feel free to connect using the below!

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